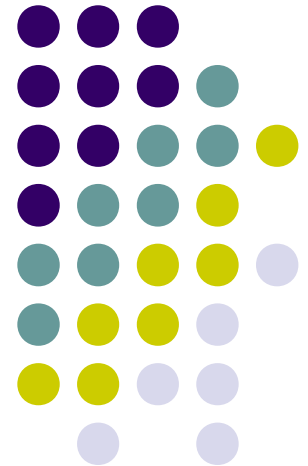
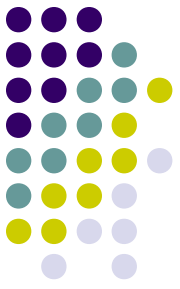


Travaux d'Etudes et Recherche: Genie Logiciel

**Apprendre un processus
de développement
par exemple**



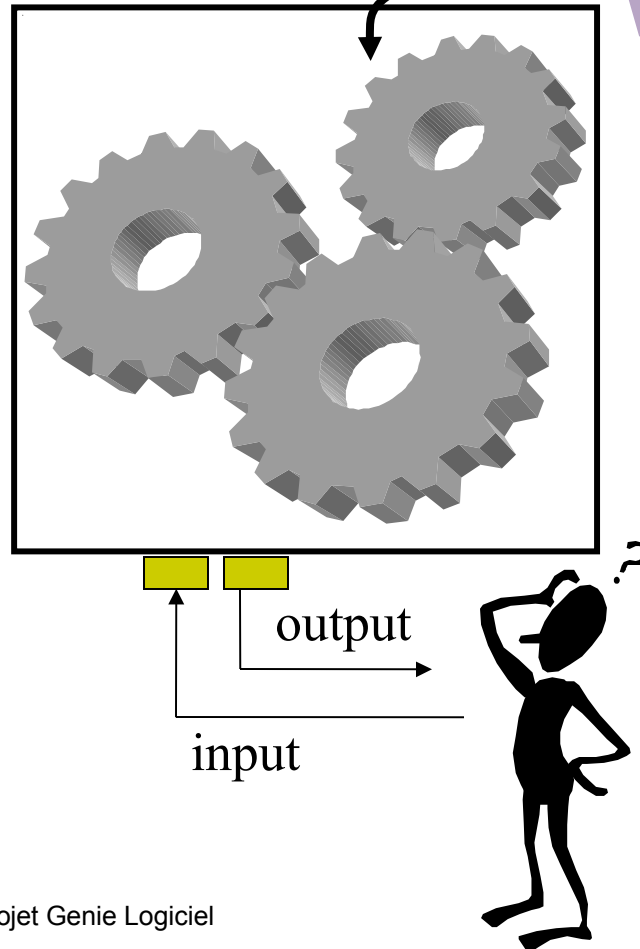


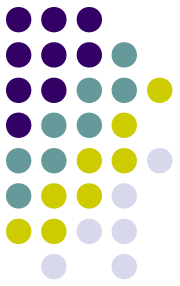
Applying Theories and Tools

- Principle: Working in small teams by 3 (exceptionally 4 people)
- One subject for all teams
In the past:
 - Kitchen Planner
 - A room reservation web service
 - A Mediathèque management
 - The EUGLOH App
 - A car navigation system (demonstrator)

What is Software Engineering about?

- Development in the large
- Development in teams
- Development following a process model with Analysis, Design, Coding, Test, and Doc.
- Quite different from programming-in-the-small





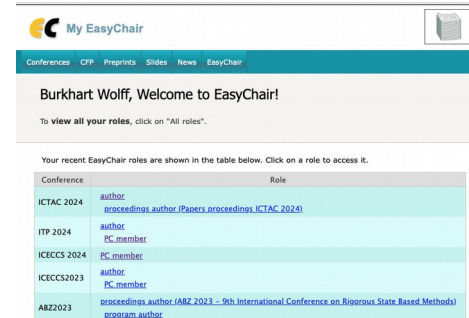
Rough Timeline

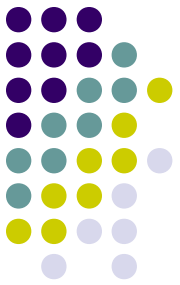
- end jan: D0 (cahier de charge)
- end feb: D1 (analyse)
- end march: D2 (conception)
- april, mid-may: implementation
- soutenance: 3rd or 4th week may.

take sufficiently time for this !!!
(in particular: LDD stages ...)

Propositions

- Pizza-Delivery Service (ws and app)
- Opti-Malin :
A glasses-planner (2D/3D)
(ws or app)
- An evaluation management system
(similar “easychair”; web service)





Formal Conditions

- Webpage(s):

www.lri.fr/~wolff/teach-material/2023-2024/L3-PROJ-GL/index.html

- Control Continue: 3 intermediate reports 40 %
„Exam“ : Soutenance (Product Presentation) 60 %
- Teachers for one group each:
Burkhart Wolff
- Anglais intégré : If you wish, you can make all texts
and even the soutenance in english.